



It's the same edge that any anthology work in any medium enjoys: no continuity. Now, at the outset that may sound like a drawback and indeed, if it becomes a factor inherent within the individual stories themselves, it certainly can be. But over the long haul of producing issue after issue of a magazine of fiction. not having to deal with continuing characters and or environs has its definite advantages. For one, you don't have to waste a lot of time (and reader's patience) explaining what your protagonists have been up to for the past sixteen issues. And let's face it, even those rare writers who can make continuity captions or dialogue "blend" with the current story are really doing a tap dance for us. Past history info, no matter how cleverly related, is still past history info. Some of us get weary being reminded. Of course, there's a much greater advantage: you

can kill off your hero. If you're like me, there's a very good chance you will kill off your hero. But let me emphasize the word chance; therein lies not only the secret but the real power of anthology fiction.

Case in point. You're hunkered down in your favorite room in front of the TV of your choice with a newly opened bag of Doritos in your lap, deeply engrossed in the latest re-run episode of Star Trek. Captain Kirk has courageously volunteered to detour the planetgobbling monster away from the Enterprise by flying his shuttlecraft down its slimy gullet. If the crew can just fix the transporter console in time, there's a chance they can get Jim out of there before he becomes a living aspirin commercial, but it's gonne be close, folks, it's gonna be close! Except that we all know, of course, that it isn't

going to be close at all. Gnless Mr. Shatner's contract is up for negotiation with Paramount, or unless Nimoy's fan mail is of late sizably bigger than his, you can bet of Cap Kirk will be back on the bridge next week healthy as a borse and ready to lick any Romulan on the ship.

Trekkies would argue, I suppose, that none of this matters because they've already seen the episode elighty-six times and that the very reason the show is

still in syndication is the joy of watching Kirk, Spock, and the others go through their paces. They would further point out that semi-predictable endings are a small price to pay for all that camaraderie, character development and homey interplay built up over the preceding months.

Okay. But if a writer and an artist are sufficiently skilled to impart enough information (or perhaps lack of it if they're really skilled) about a character to sustain reasonable empathy with the reader, then put that character in a situation the outcome of which will greatly effect his longevity...well, friends, then you've got the climate for some real first-rate pulsepounding. It's not the idea that you ust kill off your leading character, but that you might, much the same way you or I might step off the curb tomorrow and repaye the road with the help of a passing cement truck. Or fall down the cellar stairs. Or wake up and find that the sky has permanently turned maroon and the air smells suspiciously like a summer plutonium storm, In other words, a rather unique form of surprise. Not that there aren't other, perhaps just as impor-

tant, reasons for reading anthology fiction, none of which has anything to do with when, or even if, anybody gets killed. Surely it is a singular brand of talespinning all its own. I could go on about how de Maupassent made it into art and how Bradbury made it breathe, but I prefer to shut up now and show you how Jones makes it a harmless diversion from the tedium of daily life

If you agree, or if you feel that life is harmless and the stories are tedious, write and tell us at.

STRATOSPHERIC SCRIBBLINGS 8423 Production Ave Sen Diego, CA 92121-2278

We appreciate your correspondence and support. Heroes abound. Short stories are a rarer, perhaps

endangered, species,

Bruce Jones

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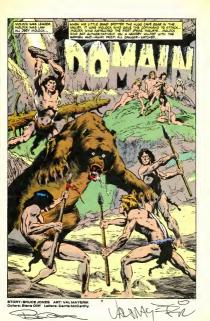
















































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